

storing, at the server, the results of the at least one wager in a database before game play has begun;

sending, from the server, the results of the at least one wager to the first client terminal before game play has begun, in response to a request received at the server to reveal the results of the at least one wager without game play; and

sending, from the server, the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

6. (Twice Amended) The method of claim 1, wherein sending the results of the at least one wager to the second client terminal during game play comprises sending the results of the at least one wager to the second client terminal during game play in response to a request received via an online network connected to the server to reveal the results of the at least one wager during game play.

8. (Twice Amended) A gaming method, comprising:
receiving, at a server, a purchase request for a plurality of wagers from a client terminal before game play has begun;

determining, at the server, the results of the plurality of wagers before game play has begun;

storing, at the server, the results of the plurality of wagers in a database before game play has begun;

sending, from the server, the results of the plurality of wagers to the client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play; and

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

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sending, from the server, the results of the at least one wager to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

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10. (Thrice Amended) A gaming method, comprising:

- receiving, at a server, a patron identifier identifying a patron from a first client terminal before game play has begun;
- receiving, at the server, a purchase request for at least one wager from the first client terminal before game play has begun;
- debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;
- determining, at the server, the result of the at least one wager before game play has begun;
- storing, at the server, the result of the at least one wager in a database before game play has begun;
- sending, from the server, to the first client terminal, the result of the at least one wager before game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the at least one wager without game play;
- and
- sending, from the server, the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

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FARABOW
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DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
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CS 17. (Twice Amended) The method of claim 10, wherein sending, to the second client terminal, the result of the at least one wager during game play, comprises sending, to the second client terminal, the result of the at least one wager during game play in response to the patron identifier identifying the patron and a request received via an online network connected to the server to reveal the results of the at least one wager during game play.

CE 22. (Thrice Amended) A computer-readable medium containing instructions for causing a computer to perform a gaming method, the method comprising:
receiving, at a server, a patron identifier identifying a patron from a first client terminal before game play has begun;
receiving, at the server from the first client terminal before game play has begun, a purchase request for at least one wager;
debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;
determining, at the server, the result of the at least one wager before game play has begun;
storing, at the server, the result of the at least one wager in a database before game play has begun;
sending, from the server, to the first client terminal, the result of the at least one wager before game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the at least one wager without game play;
and

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
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sending, from the server, the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

23. (Twice Amended) A gaming system, comprising:

a plurality of client terminals, each including

means for receiving from a patron, a patron identifier identifying a patron and a purchase request for a plurality of wagers before game play has begun, and

means for transmitting the patron identifier and the purchase request before game play has begun; and

a server, connected to each of the plurality of client terminals, and including

means for receiving, from the plurality of client terminals, the patron identifier and the purchase request before game play has begun,

means for debiting the patron account corresponding to the patron identifier in response to the purchase request before game play has begun,

means for determining results of the plurality of wagers before game play has begun,

means for storing the results of the plurality of wagers before game play has begun; and

means for sending, to the client terminals, the result of the plurality of wagers before game play has begun, in response to the patron identifier identifying the patron and a request received at the server to reveal the results of the plurality of wagers without game play and for sending the results of the plurality of wagers to the client terminals during game play if

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

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no request to reveal the results of the plurality of wagers without game play has been received at the server.

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26. (Twice Amended) A gaming system, comprising:

- a plurality of client terminals, each including
 - an identification component for receiving, from a patron, a patron identifier identifying a patron before game play has begun,
 - an output device for displaying a selection menu including an option to purchase a plurality of wagers,
 - an input device for receiving, from a patron, a purchase request for a plurality of wagers before game play has begun, and
 - a first communications device for transmitting the patron identifier and the purchase request before game play has begun; and
- a server, connected to each of the plurality of client terminals, and including
 - a second communications device for receiving, from the plurality of client terminals, the patron identifier and the purchase request before game play has begun,
 - a communications component for debiting the patron account corresponding to the patron identifier in response to the purchase request before game play has begun,
 - a wagering component for determining the results of the plurality of wagers before game play has begun,
 - a database for storing the results of the plurality of wagers before game play has begun, and
 - a transmitter for sending, to the client terminals, the result of the plurality of wagers before game play has begun, in response to the patron identifier identifying the patron

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HENDERSON
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GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

and a request received at the server to reveal the results of the plurality of wagers without game play and for sending the results of the plurality of wagers to the client terminals during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

27. (Twice Amended) A gaming system, comprising:

a plurality of on-site client terminals for receiving a wager purchase request;

a server, connected to each of the plurality of on-site client terminals for receiving wager purchase requests before game play has begun, determining the results of the purchased wagers before game play has begun, and storing the results of the purchased wagers before game play has begun; and

a plurality of off-site client terminals, connected to the server via an online network, for receiving the results of the purchased wagers from the server before game play has begun if the server has received a request to reveal the results of the purchased wagers without game play and for receiving the results of the purchased wagers during game play if no request to reveal the results of the purchased wagers without game play has been received.

28. (Twice Amended) A gaming method, comprising:

receiving, at a server, a patron identifier identifying a patron from a client terminal before game play has begun;

receiving, at the server, a purchase request for a plurality of wagers from the client terminal before game play has begun;

debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
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determining, at the server, the results of the plurality of wagers before game play has begun;

storing, at the server, the results of the plurality of wagers in a database before game play has begun;

sending, from the server, the results of the plurality of wagers to the client terminal, before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play; and

sending, from the server, the results of the plurality of wagers to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

29. (Twice Amended) A computer readable medium containing instructions for causing a computer to perform a gaming method, the method comprising:

receiving, at a server, a patron identifier identifying a patron from a client terminal before game play has begun;

receiving, at the server, a purchase request for a plurality of wagers from the client terminal before game play has begun;

debiting, at the server, the account balance of a patron account corresponding to the received patron identifier based on the received purchase request;

determining, at the server, the results of the plurality of wagers before game play has begun;

storing, at the server, the results of the plurality of wagers in a database before game play has begun;

FINNEGAN
HENDERSON
FARABOW
GARRETT &
DUNNER LLP

1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
www.finnegan.com

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sending, from the server, the results of the plurality of wagers to the client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play; and

sending, from the server, the results of the plurality of wagers to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

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30. (Thrice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

means for receiving, from a first client terminal, a purchase request for at least one wager before game play has begun;

means for determining the results of the at least one wager before game play has begun;

means for storing the results of the at least one wager before game play has begun; and

means for sending the result of the at least one wager to the first client terminal before game play has begun, in response to a request received at the server to reveal the results of the at least one wager without game play, and for sending the results of the at least one wager to the second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

31. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

a communications component for receiving, from a first client terminal, a purchase request for at least one wager before game play has begun;

a wagering component for determining the results of the at least one wager before game play has begun;

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a database for storing the results of the at least one wager before game play has begun;
and
a sending component for sending the results of the at least one wager to the second client terminal before game play has begun, in response to a request received at the server to reveal the results of the at least one wager without game play, and for sending the results of the at least one wager to a second client terminal during game play if no request to reveal the results of the at least one wager without game play has been received at the server.

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33. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:
means for receiving, from a client terminal, a purchase request for a plurality of wagers before game play has begun;
means for determining the results of each of the plurality of wagers before game play has begun;
means for storing each of the results of the plurality of wagers before game play has begun; and
means for sending the results of the plurality of wagers to a client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play, and for sending the results of the plurality of wagers to a second client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

34. (Twice Amended) A server connected to a plurality of client terminals in a gaming system, comprising:

FINNEGAN
HENDERSON
FARABOW
GARRETT &
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1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
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a communications device for receiving, from a client terminal, a purchase request for a plurality of wagers before game play has begun;

a wagering component for determining the results of the plurality of wagers before game play has begun;

a database for storing the results of the plurality of wagers before game play has begun;
and

a sending component for sending the results of the plurality of wagers to a client terminal before game play has begun, in response to a request received at the server to reveal the results of the plurality of wagers without game play, and for sending the results of the plurality of wagers to the client terminal during game play if no request to reveal the results of the plurality of wagers without game play has been received at the server.

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35. (New) A gaming method, comprising:

receiving, at a server, a purchase request for at least one wager from a first client terminal before game play has begun;

determining, at the server, the results of the at least one wager before game play has begun;

storing, at the server, the results of the at least one wager in a database before game play has begun;

sending, from the server, the results of the at least one wager to a second client terminal before game play has begun, in response to a request received at the server to reveal the results of the at least one wager before game play; and

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1300 I Street, NW
Washington, DC 20005
202.408.4000
Fax 202.408.4400
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